

## CHARACTERS

1 lone individual-1 guy

1st guy, Recluse, Jack of all trades Craftsman, Defender.

### THE LONE MAN

Role: Isolated Craftsman | Reluctant Defender

Name: Unknown (referred to as "Ghost," "Welder," or "The Quiet")

Age: Late 40s

Personality: Stoic, resourceful, hyper-observant. Morally grey but protects innocents.

Background: Former engineer and veteran. Lost his wife and daughter in the early outbreak. Has fortified a junkyard workshop and roams the city alone.

Skills:

Expert in crafting traps, weapons, fortifications.

Combat-tested with ranged and melee weapons.

Medical improvisation and field surgery.

Flaws:

Refuses long-term attachment.

Haunted by survivor's guilt.

Doesn't speak unless absolutely necessary.

Arc: Becomes the mythic protector figure to the SURVIVORS. A ghost who chooses to keep others alive... without needing to be seen or thanked.

□ THE LONE MAN - "The Ghost That Builds"

Beginning: Silent recluse, detached from humanity, only helps when necessary. Believes others are liabilities. Haunted by the death of his family during the outbreak.

Transformation: After multiple encounters with the SURVIVORS (especially

Zara), he slowly starts to re-engage. Begins leaving tools, blueprints, defending their stronghold from shadows.

Endpoint: Doesn't fully rejoin society, but makes a conscious choice to become its hidden protector. Builds without being seen. Saves without being thanked. Remains a mythic figure in a broken world.

3 groups of 4-8 people

### THE RAIDERS

Motto: "Take or be taken."

Location: Black Zone, South City, near the freeway and industrial yards.

#### 1. The Warlord (Leader)

Name: Kael "Blackmouth" Mordrin

Role: Master of Illusions | Psychopath

Personality: Charismatic and terrifying. Sees himself as a modern god-king.

Background: Former magician and stage illusionist turned warlord. He uses fear as theater.

Skills: Psychological manipulation, guerrilla warfare tactics, hand-to-hand brutality.

Flaws: Delusional, theatrical, obsessed with legacy.

Goal: Control the last survivors, create a society of "predators."

Kael "Blackmouth" Mordrin - "The God of Ash"

Beginning: Dominant, delusional warlord who believes the apocalypse is his divine stage. Uses illusion and brutality to rule.

Transformation: Begins to sense his own madness unraveling as the evolved zombies show signs of memory — he sees his own reflection in their decay.

Endpoint: Consumed by paranoia, he is betrayed by his inner circle. In his final moment, he's torn apart in a church crypt—the one place he believed he'd never be judged.

## 2. The Wanderer

Name: Rico "Loose Bolt" Vance

Role: Career Criminal | Dummy

Personality: Shifty, erratic, comic relief but dangerous.

Flaws: Addicted to chaos, lives second-to-second.

Loyalty: To whoever feeds him or makes him laugh.

## 3. The Trickster

Name: Taz "Fuse" DeWitt

Role: Saboteur | Destroyer

Specialty: Makes traps, bombs, incendiaries.

Flaws: Addicted to destruction, narcissistic, hates being ignored.

## 4. The Fallen Hero

Name: Sergeant Cole Redd

Role: Ex-Special Forces | Disillusioned

Backstory: Abandoned by the military during the outbreak. Now violent, bitter.

Flaws: PTSD, alcoholism, guilt-driven rage.

Conflict: Has respect for The Lone Man but stays silent about it.

Cole Redd - "The Broken Blade"

Beginning: Ex-soldier with a death wish. Loyal to the Raiders only because he sees no other purpose.

Transformation: Begins protecting Zara during a brief, unlikely truce. Flashes of honor emerge.

Endpoint: Turns on Kael during the final battle, sacrificing himself to save the SURVIVORS. His last stand gives him a clean death and some redemption.

## 5. The Serial Killer

Name: Malcolm “Echo” Griggs

Role: Tracker | Torturer

Background: Killed long before the outbreak — the apocalypse gave him purpose.

Trait: Keeps journals and drawings of each kill.

Creepiest Quality: Talks to zombies like they're pets.

## 6. The Follower

Name: Denny “Whistle” Lang

Role: Con Artist | Manipulator

Flaws: Two-faced. Smiles to your face, steals behind your back.

Talent: Negotiation, infiltration, lies.

## 7. Scheme (Girl)

Name: Lux Vega

Role: Temptress | Infiltrator

Uses: Seduction, sabotage, psychological baiting.

Flaws: Deeply lonely, hides behind manipulation.

## 8. Court Jester (Girl)

Name: Frankie “Chomp” Bell

Role: Consumer | Jester

Traits: Glutton, sadist, laughs at everything.

Creepiest Quality: Eats pieces of zombies "to test herself."

## □ THE SURVIVORS

Location: Fortified Church (formerly St. Gideon’s)

Motto: “Brick by brick, day by day.”

### 1. The Visionary (Leader)

Name: Marcus Abel

Role: Evangelist | Patriarch

Background: Former youth pastor. Has created hope through rebuilding.

Flaws: Can be rigid, overly idealistic.

Belief: "We survive with purpose or we don't survive at all."

Marcus Abel – "The Shepherd"

Beginning: Faithful, unyielding, tries to impose old-world morality on a lawless new world.

Transformation: Watches his people fracture and die. Begins to question if faith alone is enough.

Endpoint: Martyrdom. Gives himself to a horde to save a child. Final act is compassion without sermon.

### 2. The Wise Old Man

Name: Horace Dalton

Role: Architect | Craftsman

Background: Retired urban planner and contractor.

Flaws: Slower physically, prone to despair.

Wisdom: Knows how to make any building a fortress.

### 3. The Addict

Name: Jake "Clutch" Raines

Role: Loser | Escapist

Struggles: Withdrawals, hoarding painkillers.

Skill: Former electrician and hacker.

Conflict: His addiction nearly betrays the group.

Jake "Clutch" Raines – "The Addict's Reckoning"

Beginning: Selfish, unreliable, barely holding it together.

Transformation: Betrays the group in a moment of weakness but is saved by Lenny. This act shatters his ego.

Endpoint: Dies while repairing a vital power relay — sober, focused, silent. His redemption is small but meaningful.

#### 4. The Savior

Name: Lenny Fuentes

Role: Nurturer | Electrical Craftsman

Traits: Soft-spoken, selfless, deeply loyal.

Purpose: Keeps the lights on and the water flowing.

#### 5. The Warrior Girl

Name: Zara Chen

Role: Boundless Optimist | Vengeance Seeker

Backstory: Lost her brother to zombies and her parents to Raiders.

Skills: Scouting, silent takedowns, archery.

Flaws: Hot-headed. Acts before thinking.

Bond: Closest to the Lone Man emotionally.

Zara Chen - “The Burning Heart”

Beginning: Driven by revenge, unable to grieve, sees everything in black and white.

Transformation: Through her bond with the Lone Man and conflict with Marcus, she learns survival isn’t just about vengeance — it’s about rebuilding.

Endpoint: Becomes de facto leader after Marcus’s fall. Keeps the church fortress running. Carries the Lone Man’s insignia. Begins training others. Her fire becomes a light, not just a weapon.

### □ THE HUNTERS

Location: Forest and rooftops.

Motto: "If it bleeds, we bury it."

## 1. Trickster (Leader)

Name: Aria Volk

Role: Adventurer | Outlaw

Background: Parkour athlete turned rebel warrior.

Flaws: Reckless, provocative, thrill-seeker.

Tactics: Uses misdirection, noise bombs, ambush tactics.

Aria Volk - "The Fox's Fire"

Beginning: Trickster thrill-seeker. Doesn't believe in community, just survival through speed and chaos.

Transformation: Her team begins to die. She's forced to slow down, to trust, to lead.

Endpoint: Takes command during the final siege at the church. Becomes the spiritual successor to The Lone Man — a ghost that fights in the open.

## 2. The Wise Woman

Name: Dr. Camila Thorn

Role: Scientist | Ex-Biologist

Goal: Studying zombies to find their "control node" or origin flaw.

Flaws: Cold, calculating. Doesn't trust anyone but data.

Dr. Camila Thorn - "The Cold Mind"

Beginning: Emotionless, driven by research. Sees the infected as data points.

Transformation: Encounters an Echo Class zombie who shows emotion. Begins to understand the horror of what humanity created.

Endpoint: Uploads her findings to remaining survivors, then euthanizes herself when she realizes she's infected — a clean, scientific end with a human heart.

### 3. The Wanderer

Name: Rayne Fox

Role: Scout | Survivalist

Traits: Silent, graceful, always watching.

Gear: Camouflage, throwing knives, sensory gear.

### 4. The Visionary

Name: Nyla Drake

Role: Idealist | Fighter

Belief: "Zombies were once us. Don't forget that."

Conflict: Struggles between compassion and duty.

### 5. Intellectual (2nd Leader)

Name: Noah East

Role: Follower | Planner

Background: Former military engineer. Builds war maps and supply routes.

Flaws: Overthinks, freezes under pressure.

### 6. The Warrior

Name: Taye McCrae

Role: Frontliner | Innovator

Weapon: Modified sledgehammer with electrical shock coils.

Trait: Stoic, battle-hardened.

### 7. The Rogue Hunter

Name: Joel "Vex" Ramirez

Role: Cynic | Sniper

Belief: "Everyone dies. I just pick the order."

Flaws: Distrustful, lone-wolf by nature.



Joel “Vex” Ramirez – “The Judge”

Beginning: Detached killer. Views humans and zombies as all the same: “Targets.”

Transformation: After saving a child during a sniper op, he begins to question what makes someone worth saving.

Endpoint: Becomes the Hunter group’s moral compass, albeit in his own gruff way. No longer just a killer — now, a guardian with a scope.

## 8. The Loner

Name: Silas Wren

Role: Shadow Self | Tracker

Background: Once a Raider. Now hunts his own kind.

Flaws: Morally fractured, guilt-ridden.

Redemption Arc: Protects Survivors from afar.

## POTENTIAL GROUP DYNAMICS / CROSSOVER ARCS

Zara ↔ Cole – Trauma bond over military and loss, conflicting loyalty creates tension.

Lone Man ↔ Dr. Thorn – Ideological opposites. She’s data, he’s instinct. Unexpected synergy.

Marcus ↔ Aria – Clash over ideals vs pragmatism.

Jake ↔ Vex – Mirror arcs: both start self-serving, but find redemption through protecting others.